



Riverbank Software, Inc.



INTERNATIONAL



GRAN PRIX™



BY RICHARD ORBAN



AUTHOR OF THREE MILE ISLAND*



OPERATING INSTRUCTIONS for INTERNATIONAL GRAN PRIX by Richard Orban

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OBJECT OF THE GAME—to run a road race on a "Grand Prix"-type circuit for a minimum lap time and/or a minimum race time for the number of laps selected. Five race circuits are provided, with four modeled on the actual named circuits. The car will crash if it passes a post on the wrong side, penalizing time and 1 gallon of fuel. The time penalty is based on speed at time of crash and difficulty level. The car stops when it runs out of fuel. Passing the finish line empties the tank. An empty tank is signaled by a flashing "E" on the gauge. A RED signal light indicates 7 gallons left. Fuel consumption is dependent on the RPM's. The car can be raced with an automatic or manual 5 speed (gears) transmission. Each gear has its own acceleration and deceleration characteristics. Eight levels of difficulty select the amount of skid for rounding a curve or corner. At level "0", the car sticks like a "vacuum cleaner car", while level "7" is like driving on ice. Some circuits have obstacles at the corners to narrow the roadway. Scores remembered: the best LAP TIME for each circuit at each level of difficulty; and the best RACE TIME for each circuit, difficulty and number of laps (1 to 10).

RUNNING THE PROGRAM—Boot the game disk. The program starts by displaying the title page. Press ESC on the keyboard to begin selecting options. PADDLE 0 is used to select an option on an option page. BUTTON 0 is used to accept the selected option and proceed to the next option page. The program remembers the most recent option values. Therefore, after a race, if PADDLE 0 has a stable value then 4 presses of BUTTON 0 will start another race with the same options. Typing any keyboard character to an option page will restart the option selection process. The program attempts to debounce BUTTON 0 with a "Please release BUTTON 0" message. After selecting the last option, the roadway appears on the screen, with a "Christmas Tree" starting light pole on screen right. Attempting to accelerate prior to the green light (at the bottom) will restart the sequence with a 10 second penalty. The program initializes the car with MANUAL transmission, CRASH sound enabled, MOTOR sound enabled. Thereafter, each new race will leave these parameters as currently set.

KEYBOARD CONTROLS (during or after race)

ESC	Restart the program at the option pages
RETURN	Select MANUAL or AUTOMATIC transmission
SPACE	Enable/disable CRUISE CONTROL (selects AUTOMATIC transmission)
Q	Enable/disable CRASH sound speaker output
M	Enable/disable MOTOR sound speaker output
[CTRL][SHIFT][P]	Restart the program as if booted, and clear all the best LAP/RACE times.

PADDLE/BUTTON CONTROL— PADDLE 0 is the steering wheel. BUTTON 0 is the accelerator.

AUTOMATIC transmission—pressing BUTTON 0 will accelerate. Releasing BUTTON 0 will decelerate, unless CRUISE CONTROL is enabled. Press SPACE to release the CRUISE CONTROL and decelerate.

MANUAL transmission—the action of BUTTON 0 also shifts gears up or down (convenient for slowing down quickly when approaching a hairpin). Pressing BUTTON 0 will only accelerate until the top RPM's for the gear is reached (RPM's flashing at fast rate). Quickly release and press BUTTON 0 to shift to the next higher gear and continue accelerating. Release BUTTON 0 to decelerate to the low RPM's of each gear (slowly flashing RPM's). If BUTTON 0 is quickly pressed and released, the car will drop down one gear. Down shifting can be done at any RPM value to rapidly go from 5th to 1st gear.

INSTRUMENTS—the EDGE DETECTOR is top center of the control panel. The left and right GREEN bars will turn RED and flash at faster rates as the edge of the roadway is approached. If CRASH SOUND is ON the speaker will tick at the flash rate. Between the bars is the STEERING INDICATOR, showing the position of the front wheels with respect to the back wheels. Below the EDGE DETECTOR is the MOVING SPEED TAPE. The correct speed is the value on the left. The ticks mark one mile per hour increments. Pilot lights (left of EDGE DETECTOR and MOVING SPEED TAPE), from top to bottom: MOTOR SOUND (GREEN = ON), CRASH SOUND (BLUE = ON), MANUAL TRANS (VIOLET = ON)/or/SPEED CONTROL (RED = ON). The LAP TIME freezes for about 6 seconds at the end of each lap, for comparison with the BEST LAP TIME. The RACE TIME freezes for about 20 seconds at the end of a race.

SCORES—The best LAP TIME is posted at top left of screen. Next on the right is the best RACE TIME. When a new best time is achieved the new value flashes for about 5 seconds.

RESET—After an accidental RESET, type 6000 [RETURN] to restart the program from scratch, or 6024 [RETURN] to preserve the scores.

SPECIAL FEATURES

Five Grand Prix style road circuits, including: Oulton Park, Warwick Farm, Karlskoga, and Monaco * Five speed manual or automatic transmission (with or without cruise control) * Eight levels of difficulty *

ADDITIONAL FEATURES

Speeds to 198 MPH * controlled skids * spinouts * spectacular crashes * hair pin turns * narrow corners * obstacles * identified circuit features * number of laps selection * flashing last lap counter * 'Christmas tree' controlled start * switch for silent operation * blue post marks 300' intervals * best lap/best race times posted * fully instrumented control panel: lap timer * race timer * indicator lights * edge detectors * position indicator * steering indicator * moving speed tape * lap counter * gear and RPM indicators * operating fuel gauge *

\$30.00

Requires Apple II* or Apple II
Plus*, with 48K, 13 or 16 sector
disk, paddle control

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